Listing of Claims

This listing of claims will replace all prior versions, and listing, of claims in the application.

1-29. (Cancelled)

30. (Previously Presented) A gaming machine, comprising:

at least one display displaying a plurality of groups of objects and a plurality of player-selectable elements separate from said plurality of groups of objects, each of said plurality of player-selectable elements being simultaneously displayed and initially concealing indicia indicative of all of said objects within said plurality of groups of objects;

an input device for receiving from a player sequential selections of said simultaneously displayed player-selectable elements; and

a processor in communication with said display and said input device, in response to each of said selections received from said input device, said processor instructing said display to reveal each of said objects associated with said selected one of said plurality of said player-selectable elements, said processor rendering said selected one of said plurality of said player-selectable elements subsequently un-selectable, and said processor awarding a payout associated with one of said plurality of groups whose objects have all been revealed.

31. (Previously Presented) The gaming machine of claim 30, wherein each of said plurality of player- selectable elements initially conceals indicia associated with one or more of said objects.

32. (Previously Presented) The gaming machine of claim 30, wherein said indicia includes a letter of the alphabet.

33. (Previously Presented) The gaming machine of claim 32, wherein said each of said objects is associated with a letter of the alphabet.

34. (Previously Presented) The gaming machine of claim 30, wherein said input device is a touch screen positioned over said display.

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35. (Previously Presented) The gaming machine of claim 30, wherein each of said plurality of groups of objects is associated with a respective payout.

36. (Previously Presented) The gaming machine of claim 30, wherein said gaming machine conducts a basic game and a bonus game, said plurality of groups of objects and said plurality of player-selectable elements being associated with said bonus game.

37. (Previously Presented) The gaming machine of claim 30, wherein said indicia includes a letter of the alphabet and each of said groups of objects is a mixed group of letters of the alphabet that can be rearranged to form a word.

38. (Previously Presented) The gaming machine of claim 30, wherein said processor is located within said gaming machine.

39. (Previously Presented) The gaming machine of claim 30, wherein said at least one display includes two displays, one of said two displays for displaying said plurality of groups of objects, the other for displaying said plurality of player-selectable elements.

40. (Previously Presented) A gaming machine, comprising:

at least one display displaying a plurality of groups of objects and a plurality of player-selectable elements separate from said plurality of groups of objects, said plurality of player-selectable elements being simultaneously displayed in an array, said plurality of player-selectable elements initially concealing indicia indicative of said objects within said plurality of groups of objects, at least some of said plurality of selectable elements concealing indicia that can be indicative of any object within any of said plurality of groups;

an input device for receiving from a player sequential selections of said player-selectable elements from said displayed array of player-selectable elements; and

a processor in communication with said display and said input device, in response to each of said selections received from said input device, said processor instructing said display to reveal each of said objects associated with said selected one of said plurality of said player-selectable elements, said processor awarding a payout associated with one of said plurality of groups whose objects have all been revealed.

41.   (Previously Presented) The gaming machine of claim 40, wherein each of said plurality of player- selectable elements initially conceals indicia associated with one or more of said objects.

42.   (Previously Presented) The gaming machine of claim 40, wherein said indicia includes a letter of the alphabet.

43.   (Previously Presented) The gaming machine of claim 42, wherein said each of said objects is associated with a letter of the alphabet.

44.   (Previously Presented) The gaming machine of claim 40, wherein said input device is a touch screen positioned over said display.

45.   (Previously Presented) The gaming machine of claim 40, wherein each of said plurality of groups of objects is associated with a respective payout.

46.   (Previously Presented) The gaming machine of claim 40, wherein said gaming machine conducts a basic game and a bonus game, said plurality of groups of objects and said plurality of player-selectable elements being associated with said bonus game.

47.   (Previously Presented) The gaming machine of claim 40, wherein said indicia includes a letter of the alphabet and each of said groups of objects is a mixed group of letters of the alphabet that can be rearranged to form a word.

48.   (Previously Presented) The gaming machine of claim 40, wherein said at least one display includes two displays, one of said two displays for displaying said plurality of groups of objects, the other for displaying said plurality of player-selectable elements.

49.   (Previously Presented) A gaming machine configured to conduct a basic game and a bonus game, comprising:

   at least one display displaying, in said bonus game, a plurality of groups of objects and a plurality of player-selectable elements separate from said plurality of groups of objects, said plurality of player-selectable elements being displayed in an array and initially concealing indicia indicative of said objects within said plurality of groups of objects;

an input device comprising a touch screen for receiving from a player sequential selections of said player-selectable elements from said displayed array of player-selectable elements; and

a processor in communication with said display and said input device, in response to each of said sequential selections received from said input device, said processor instructing said display to reveal each of said objects associated with said selected one of said plurality of said player-selectable elements, said processor awarding a payout associated with one of said plurality of groups whose objects have all been revealed,

wherein said touch screen is positioned over said display in an area where said array is being displayed.

50.   (Previously Presented) A gaming machine configured to conduct a basic game and a bonus game, in accord with claim 49, wherein said bonus game comprises a pick-and-solve word puzzle.

51.   (Previously Presented) A gaming machine configured to conduct a basic game and a bonus game, comprising:

at least one display displaying a plurality of groups of objects and a plurality of player-selectable elements separate from said plurality of groups of objects, said plurality of player-selectable elements initially concealing indicia indicative of said objects within said plurality of groups of objects;

an input device for receiving from a player sequential selections of said player-selectable elements;

a processor in communication with said display and said input device, in response to each of said sequential selections received from said input device, said processor instructing said display to reveal each of said objects associated with said selected one of said plurality of said player-selectable elements and to remove said selected one of said plurality of said player-selectable elements from a population of player-selectable elements to prevent subsequent selection of said selected one of said plurality of said player-selectable elements, said processor awarding a payout

associated with one of said plurality of groups whose objects have all been revealed.